BLACKSTONE GIGANT

A leering statue carved in the shape of a ferocious woman with eight arms, forty feet of height, and a collection of golden adornments stands at the centre of an ancient temple dedicated to a long forgotten god. The great carving seems to be overlooking a central tunnel, perhaps an entrance to a deeper part of the ruin. As you approach, the statue creaks to life. It is only then that you notice the collection of limbs and severed heads, all petrified in cold stone, worn by the creature like grim jewels.

Guardians of Faith. Blackstone giants are enormous constructs created by powerful clerics in order to act either as bodyguards or to protect sacred locations. In order to create a gigant, it must be carved from a single, massive, block of stone weighing at least fifty-thousand pounds. Once the body is complete, the creator must conduct a lengthy ritual that bestows the statue with a spark of power, thus animating the body, granted by their deity. While not particularly intelligent, the construct is able to speak in the languages of its creator, as well as any languages that might be relevant to the deity the creator worships.

Varied Appearance. While gigants are typically constructed by clerics who follow deities of evil alignment, any cleric with the means to do so can construct a gigant and as such, they take on many different physical forms. The one thing they all share is a serpentine body and abundance of limbs to aid them in battle.

Petrified Flesh. Using their ability to petrify foes, gigants rarely end up killing their targets. This is particularly useful to the gigant's creator who may wish to cure the petrified intruders in order to interrogate them. If an intruder is deemed useless, or in some cases if the gigant is simply feeling cruel, a petrified creature is often dismembered by the gigant and worn by it as a grisly trophy. Gigants who have been in service for many years are usually adorned in many petrified arms, legs, and heads, all taken to be worn as pieces of jewellery.

Blackstone Gigant

Gargantuan Construct, Same as Creator

Armour Class - 18 (natural armor)
Hit Points - 406 (28d20 + 112)
Speed - 40 ft.. climb 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
30	7	18	6	10	10
+10	-2	+4	-2	+0	+0

Saves DEX +4, WIS +6
Vulnerabilities none
Damage Resistances acid, cold, fire, lightning
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft., passive Perception 10
Languages speaks any languages known by its creator
Challenge 17 (18,000 XP)

Proficiency Bonus +6

Traits

Cleaving Claws.
If the gigant reduces a creature to 0 hit points with a slam attack, it can immediately use its bonus action to make another slam attack against a creature within range.

Magic Weapons.

The gigant's weapon attacks are magical.

Petrifying Touch.
When the gigant hits a living creature with a slam attack, the target is restrained unless it can succeed on a DC 18 Constitution Saving Throw. If the target fails this save and is already restrained, they are petrified.

Actions

Multiattack.
The gigant makes three slam attacks.

Slam.
Melee Weapon Attack: +16 to hit, reach 10 ft., one creature.
Hit: 32 (4d10 + 10) slashing damage.

Tail.
The gigant sweeps its body to try and knock its enemies off balance. All creatures within a 30 foot cone must succeed on a DC 18 Dexterity Saving Throw or take 24 (4d6+10) bludgeoning damage and be knocked prone.

Legendary Actions

The gigant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The gigant regains spent legendary actions at the start of its turn.

Animate (Costs 2 Actions). The gigant animates a petrified creature within 30 feet to do its bidding. The animated creature has the same game statistics as a suit of Animated Armor (Monster Manual pg. 19) and it remains animated for 1 hour, or until the gigant is destroyed.

Tail Attack. The gigant makes a tail attack.

Detect. The gigant makes a perception check.